
Pitch

- Dual** – two voiced classic pitch shifter
 - Pit** – the action of this patch, CCW is no pitch shifting, CW is max pitch shifting. Try hooking an expression pedal up to this control
 - IntA** – interval of primary pitch shifter, from tape stop to octave up
 - IntB** – interval of secondary pitch shifter
 - VolB** – volume of secondary pitch shifter
- EnvGld** – hard playing vs soft playing will cause the audio to change pitch
 - Sen** – sets how hard you have to play to trigger pitch jump
 - P-1** – selects the pitch the signal will be when you play SOFT, quantized to semitones from -15 to +16 semitones
 - P-2** – selects the pitch the signal will be when you play HARD, quantized to semitones from -15 to +16 semitones
 - Port** – smooths out the transitions between the pitch jumps, portamento like effect
- Arpegg** – two step arpeggiator
 - Spd** – sets how hard you have to play to trigger pitch jump, tap tempo available
 - P-1** – selects the pitch of first step, quantized to semitones from -15 to +16 semitones
 - P-2** – selects the pitch of second step, quantized to semitones from -15 to +16 semitones
 - Port** – adds a portamento effect to the arpeggiation
- ArpFrz** – dual freezing delay buffers with pitch shifting, bouncing around from +1 to -1 octave
 - Spd** – speed of pitch arpeggiation
 - Oct+** – volume of the upper octave, turn fully CW to mut this step
 - Oct-** – volume of the lower octave, turn fully CW to mute this step
 - Frz** – turn past the halfway point to freeze the signal
- Organ** – simulates an organ soaked in the reverb of a cavernous cathedral
 - Oct+** – blends in an upper octave
 - Oct-** – blends in a lower octave
 - Rvrb** – reverb amount, turn fully CW to freeze the signal, creating an organ drone to play over
 - Vibr** – vibrato applied to organ
- Grains** – plays back a chunk of audio, or grain, at a faster or slower speed to create a unique style of pitch shifting
 - Size** – size of the grain to be sped up or slowed down
 - Frz** – non additive feedback loop, locks whatever is in delay buffer when fully CW
 - Pit** – pitch/speed of grain
 - Fbk** – additive feedback for ascending/cascading feedback shimmering
- Glass** – reversed reverb with pitch shifting
 - Dcy** – decay, when turned fully CW the reverb loop is locked
 - Pit** – pitch/ speed of reverb
 - Slice** – slice size that is reversed
 - Prom** – prominence of pitch shifter, sets how aggressive the regenerated pitch signal is
- Crystl** – dual reverse delays with individual playback speed/pitch control
 - Bal** – blend or balance between the two individual pitch voices
 - P-1** – pitch of the first voice
 - P-2** – pitch of secondary voice
 - Fbk** – feedback/regeneration of pitch shifters